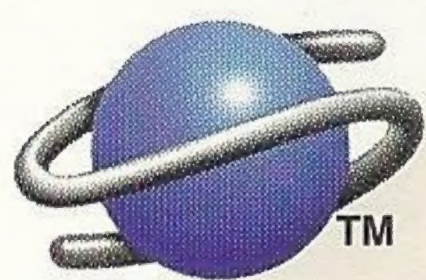


SEGA®



SEGA SATURN™

81302

THE LEGEND OF OASTS™



WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ☐ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

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For French Instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

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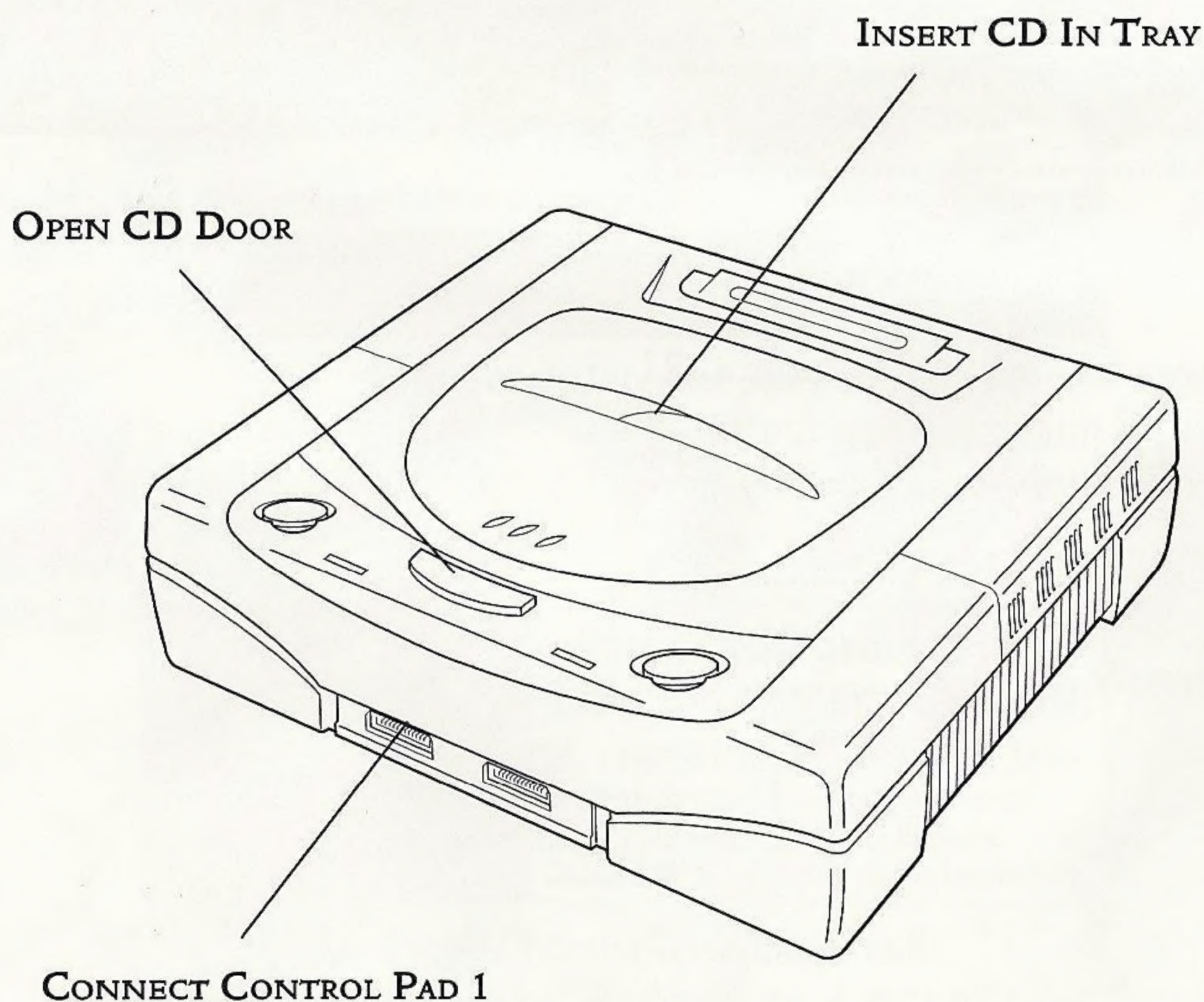
STARTING UP: USING THE SEGA SATURN

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1.

Note: *Legend Of Oasis* is for one player.

2. Place the *Legend Of Oasis* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress and return to the on-screen Control panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears press again to go to the on-screen Control panel.

Important: Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



THE NEXT SPIRIT KING



Leon lives in Oasis, tutored by his foster father Ordan. These days there is not much use for the warrior arts, as Oasis is a land of peace. But Ordan remembers stories of the Ancient time, the time of Reharl and Agito, when all of Oasis was locked in a struggle against evil.



The ancient armlets of gold and silver represent Knowledge and Will. The armlet of gold was held by Reharl, and the armlet of silver was held by Agito. Reharl and Agito battled for many years, in a massive struggle for sovereignty over Oasis.

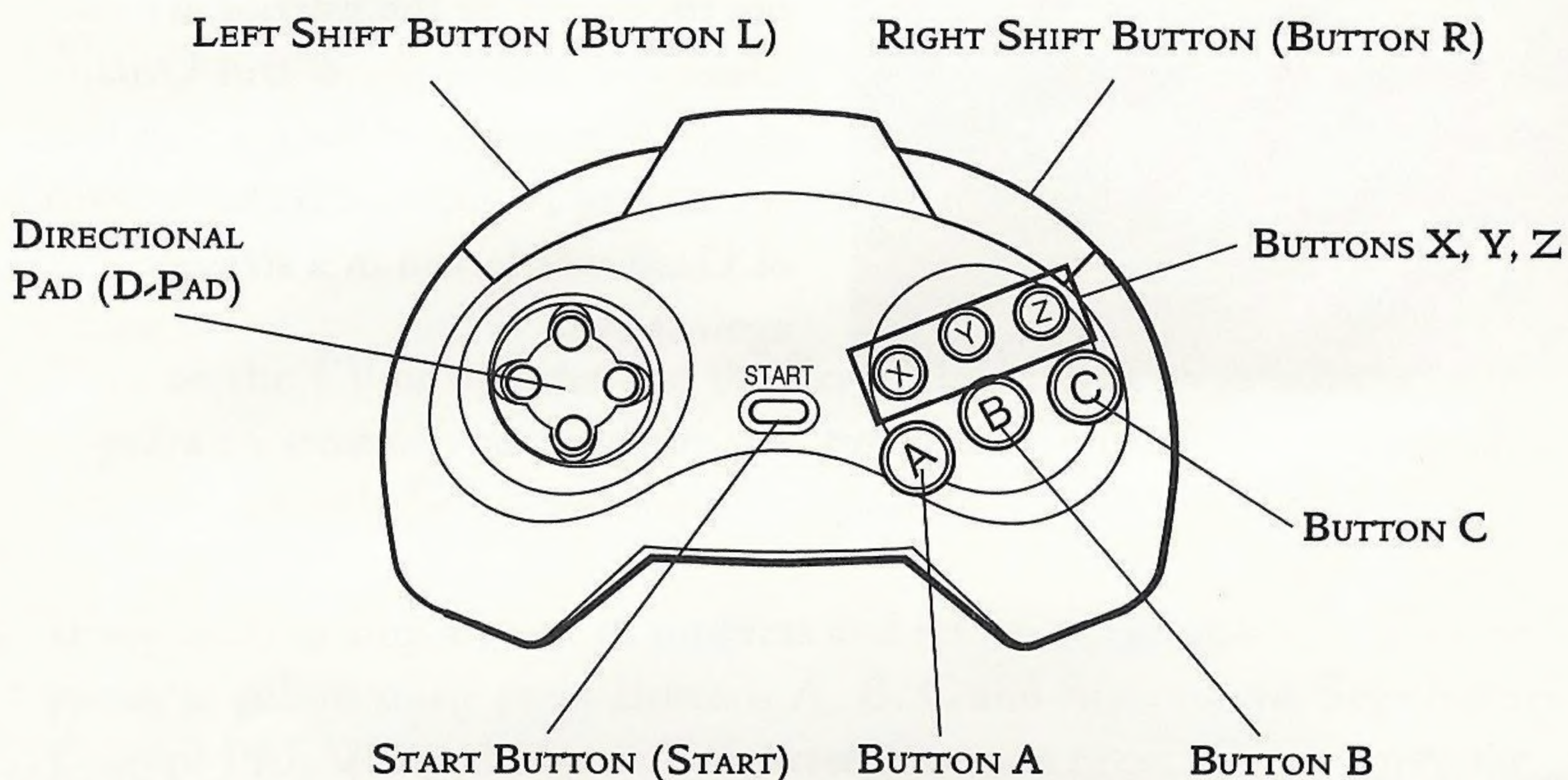


There is a saying in Oasis that "Nothing lives long but the earth and sky" and Ordan knows that in the life of any person, change is inevitable. And now, his fears for the future of Oasis have become all the greater. Ordan has discovered the Golden Armlet which Reharl used to defeat Agito. And if the

Golden Armlet has been rediscovered, it means the Silver Armlet has too. The war of good and evil never ends, and the next battle begins now....

TAKE CONTROL!

Control Pad



START

- FORWARDS TO THE TITLE SCREEN
- STARTS GAME, PAUSES GAME/OPENS THE STATS SCREEN

D-PAD

- MOVES THE CURSOR IN PREGAME SCREENS
- MOVES LEON
- CYCLES THROUGH WEAPONS IN WEAPON SELECT WINDOW

BUTTON A

- SELECTS PREGAME OPTIONS
- USES SPIRIT MAGICAL TECHNIQUE (SEE PAGES 11-16)
- SUMMONS SPIRITS (WHEN AVAILABLE)

BUTTON B

- CANCELS PREGAME SELECTIONS
- EXITS SCREENS
- OPENS MEMORY SAVE SCREEN WHEN STANDING ON A SAVE CIRCLE (SEE PAGE 20)
- PERFORMS ATTACK

Button C

- SELECTS PREGAME OPTIONS
- PERFORMS JUMP

Button X

- CHARGES WEAPON WITH SPIRIT ENERGY (WHEN AVAILABLE, SEE PAGE 17)
- DISPERSES SPIRIT (PRESS TWICE)

Button Y

- THROWS BOMB (WHEN AVAILABLE)

Button Z

- OPENS WEAPON SELECT WINDOW (PRESS THE D-PAD LEFT OR RIGHT TO CYCLE THROUGH WEAPONS)

Button L

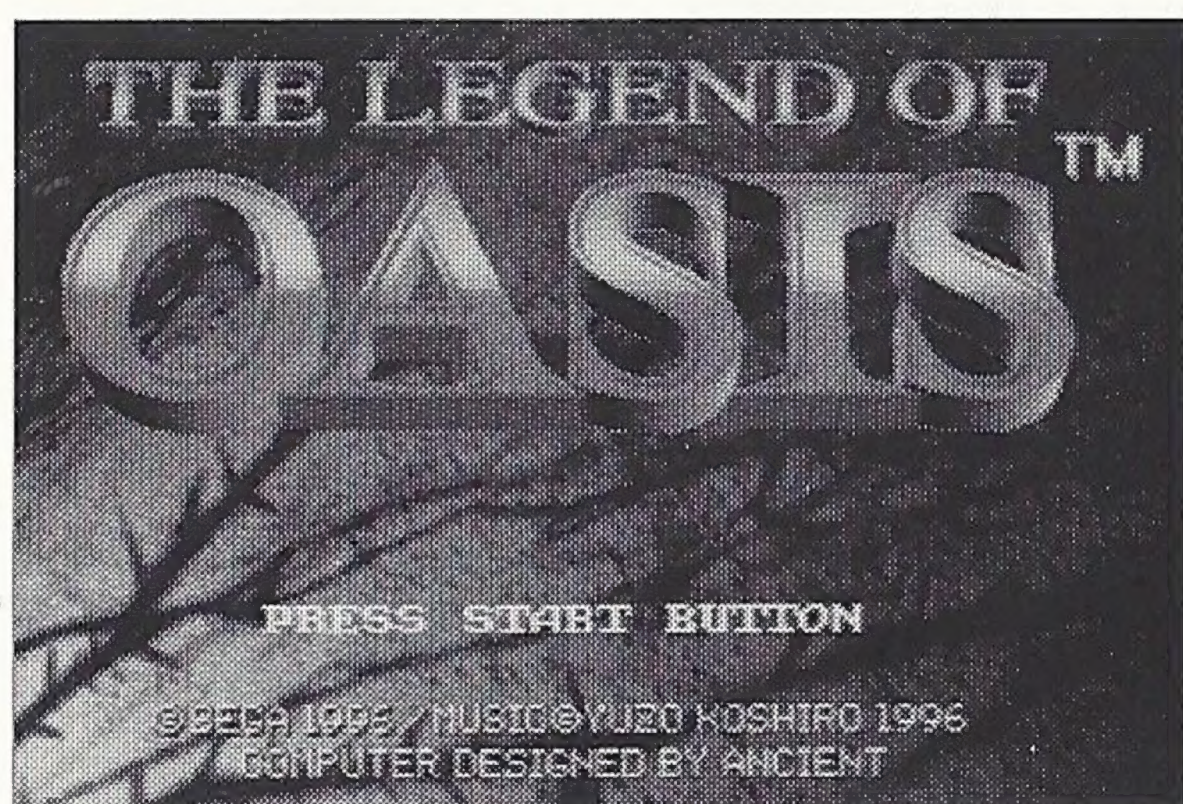
- DISPLAYS HIDDEN OBJECTS (WHEN OBJECTS ARE BEHIND OBSTACLES SUCH AS WALLS OR PLANTS)

Button R

- PERFORMS CROUCH

Note: These are the basic moves available. For more details on special button functions, see pages 17-19).

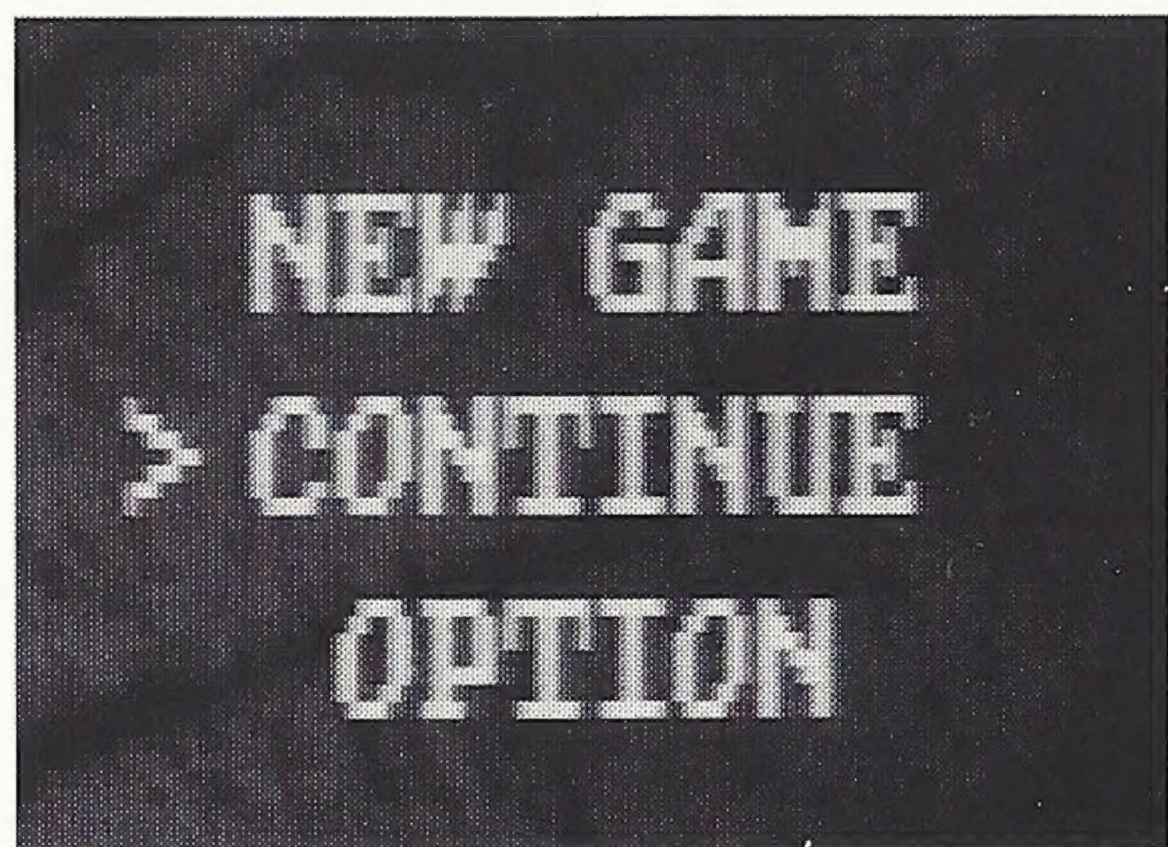
STARTING THE ADVENTURE



After the Sega and Ancient Logos, the Title screen appears, followed by the story introduction. Learn a little of the history of Oasis, and return to the Title screen by pressing Start. Press Start again to bring up your options.

If you're just starting out, only the **NEW GAME** and **OPTION** choices are available. On the **OPTION** screen you can choose to set the **AUDIO** type (**MONOURAL** or **STEREO**). **NEW GAME** starts you out in the village of Aquaria.

Note: Once you make it through the adventure successfully, additional options are available. If you make it through that is....

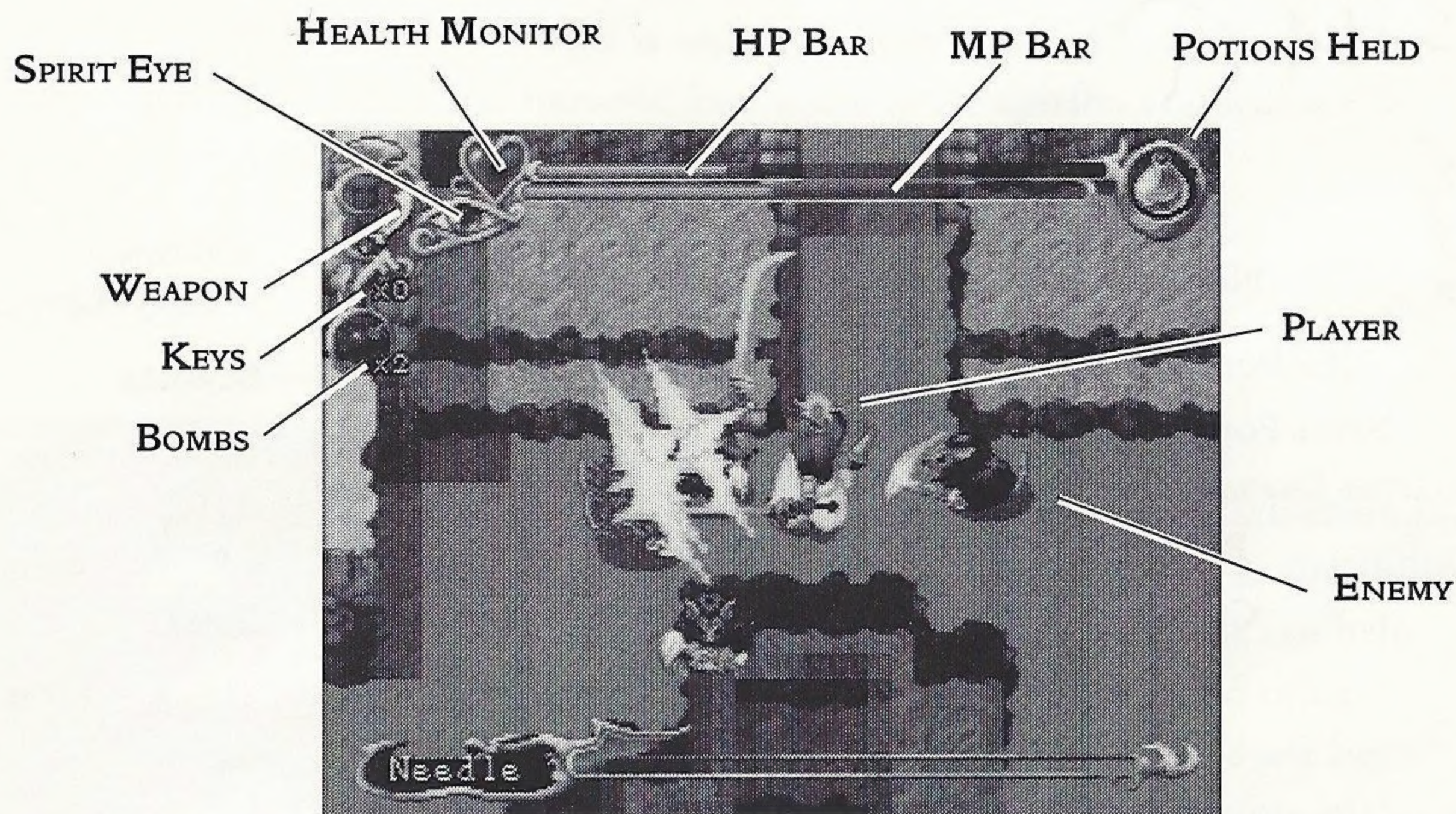


If you've already saved an adventure, the **CONTINUE** option is also available. Select **CONTINUE** to open the Memory screen, move the arrow to the Adventure you want to continue, and press Button A or C to select.

NEW GAME starts you in Aquaria, where Ordan explains recent events to you. The town of Aquaria is small, so it doesn't take long to say hello to the townspeople. Talk to people by moving up to them and pressing Button B. Press Button A or C to forward through the message. Do the same to read Obelisks and Signposts. In the center of town is a Save Circle, where you can save your adventure data. There are others throughout Oasis as well. Step on the circle and press Button B or C to open the Memory screen. Move the arrow to a space with the D-Pad, and press Button A or C to save the data, or Button B to cancel.

ADVENTURE SCREENS

MAIN GAME SCREEN



Weapon: The weapon you're currently equipped with.

Magical Power Remaining: This shows the remaining number of Magical charges the weapon currently has (if any).

Keys: The number of Keys you're currently carrying.

Bombs: The number of Bombs you're currently carrying.

Spirit Eye: This indicator has three purposes. If the Eye is open, it means a Spirit is currently travelling with you. If the Eye is flashing, it means your Magic Points (MP) are running low, and if you are preparing to use the Spirit's strongest attack, flashing quickly means the Elemental Spirit is ready to unleash the attack.

Health Monitor: If your Hit Points (HP) fall below half, this indicator begins to flash. The faster it flashes, the lower your HP.

HP Bar: This bar shows the amount of HP you have remaining, indicated in red. As you lose HP, the bar gets shorter. When there is only a small red area to the left, and the Health monitor is flashing quickly, it's time to retreat and recuperate!

MP Bar: This bar shows the amount of MP you have remaining, indicated in blue. As you lose MP, the bar gets shorter. When there is only a small red area to the left, and the Magic Eye is flashing quickly, your Elemental Spirit is about to return to the Spirit realm, and you won't be able to call any Spirit until you restore some of the MP.

Elixirs Held: This area displays the type of Elixir you're currently carrying - if any. (See page 21 for more information on Elixirs.)

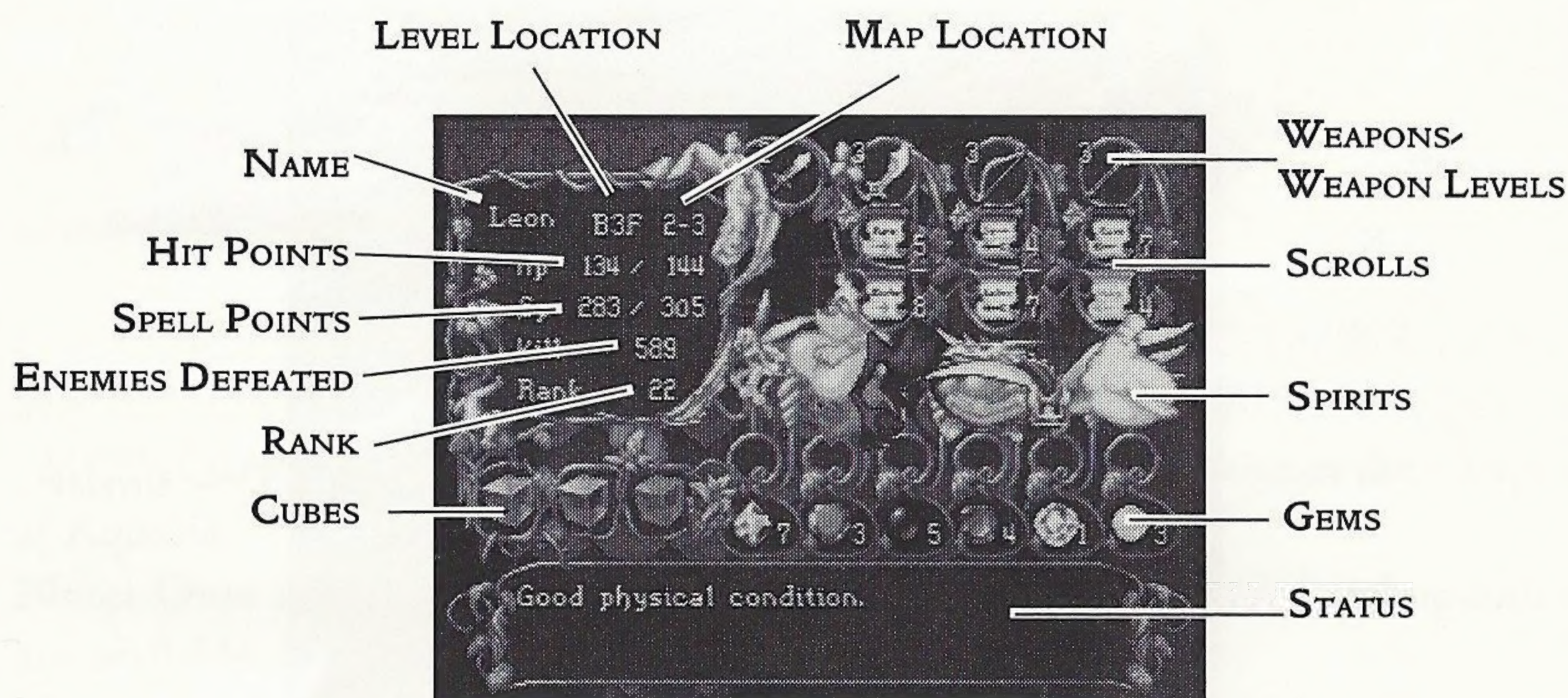
Player: Leon, and the weapon currently equipped. A flashing area around Leon indicates his weapon currently has magical power.

Spirit: The Elemental Spirit currently travelling with Leon.

Enemy: One of the many creatures terrorizing Oasis.

STATS SCREEN

In the Stats screen all information about your current location, health level, special items you're carrying etc., is displayed.



Name: Leon!

Level Location: Your position relative to ground level (underground, in the air, etc.)

Map Location: Which area of Oasis you're currently located.

Hit Points: The number of current HP/ maximum number of HP.

Spell Points: The number of current MP/ maximum number of MP.

Enemies Defeated: The total number of enemies you've defeated so far. This score determines your "Kills" record.

Rank: Your current ability ranking. The higher your ranking, the greater your total number of HP. However the top scores (see page 21) are determined by four factors, and a low ranking is one of them.

Weapons/Weapon Levels: This section of the screen shows the weapons you are currently carrying, and each weapon's level of ability.

Scrolls: These magical scrolls have two functions. In order to be able to empower your weapon with a certain type of magical power, you need at least one of these scrolls. As you gain scrolls, the number of times you can use the magical weapon increases.

Spirits: The Elemental Spirits you've gained are shown in this section.

Cubes: The Cubes you've come across on your journey are displayed here.

Gems: Each Gem you find adds power to the Elemental Spirit of that type. In addition, each Gem adds to your total number of Magic Points.

Status: This section displays your current condition, and special conditions (size up, power up, etc.) when appropriate.

ELEMENTAL SPIRITS

In ancient times, Reharl used the power of the Spirits to defeat Agito. As the next Spirit King, you need to make allies of the Spirits as well. Each Spirit resides in a shrine, and each shrine is well hidden in Oasis. Your journey takes you through many lands and hazards, but without the spirits, you will not be able to defeat Agito.

DYTTO



Dytto has the power to attack enemies, but her greatest power lies in the ability to heal. Her healing powers can help not only you but plants and other people as well. She can also use her magic to empower the weapon, making it a truly magical item.

Power

Bubble Bazooka

Button A

Fire bubbles to freeze enemies or put out fires

Healing Field

Button A twice

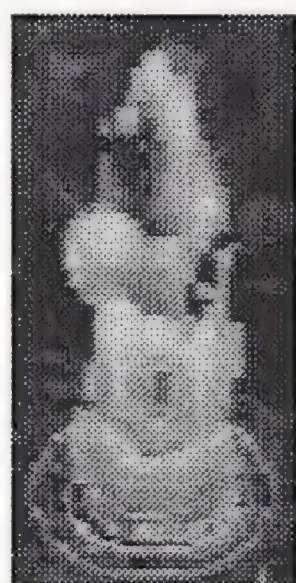
Dytto creates a field of regeneration below her. Anyone or anything beneath Dytto is healed

Magic Vortex

Button A press and hold, then release.

Releases a massive waterspout to destroy enemies

Invocation Items



Water (streams, pools, fountains), droplets, puddles, water monsters.

EFREET



Deep in the the heart of the world, the fires of life burn. The heart of the world has a name: Efreet. The power of a firestorm is with you when you have Efreet around. Use him to destroy dead trees and thaw ice. He is a very protective spirit, and swings at anything that comes near you, so you may walk without fear.

Power

Flame Breath

Button A

Fires a burst of flame in whichever direction Leon is facing.

Dash Attack

Button A twice

Efreet turns into a fireball, blasting forward and burning anything in the way.

Fire Storm

Button A press and hold until the Spirit Eye flashes, then release.

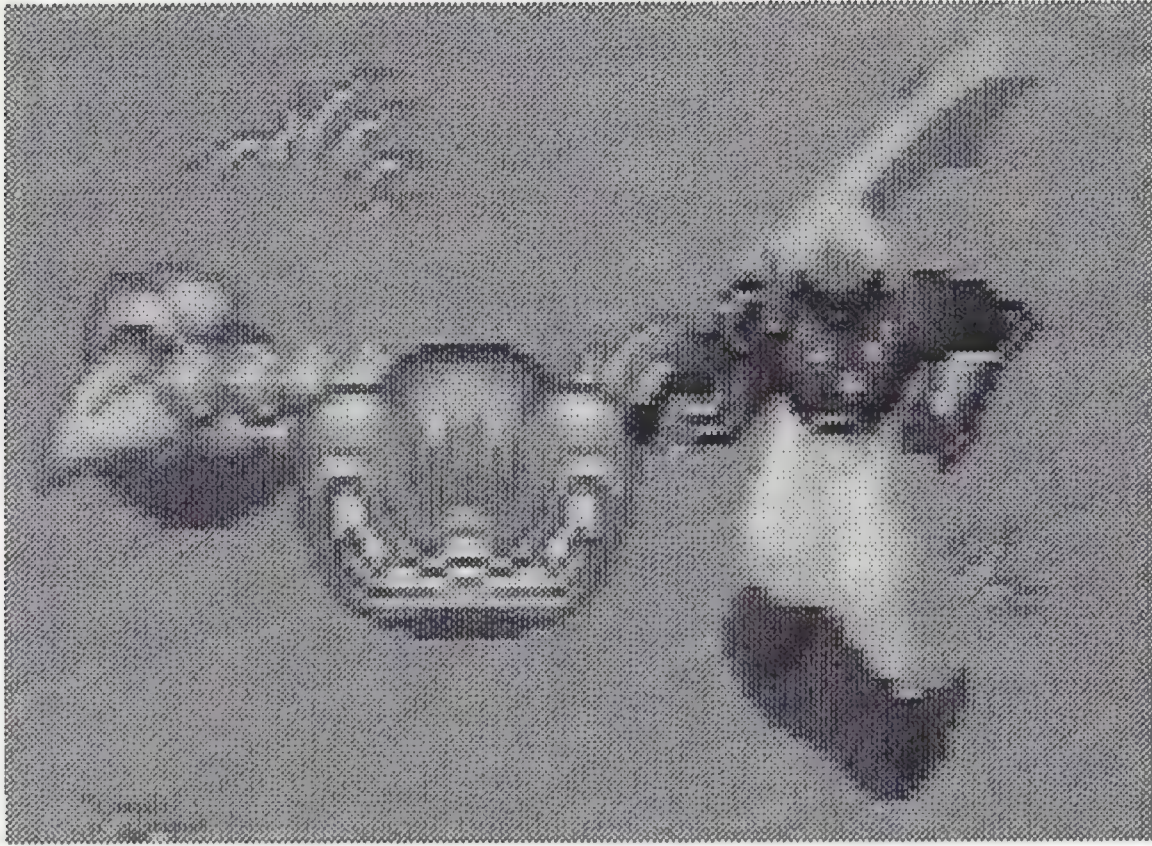
Efreet turns up the heat, sending out fireballs in all directions.

Invocation Items



Fire (candles, pillars), bombs, fire monsters.

BAWU



This Spirit is known to have a ravenous appetite, which can come in handy when confronted by obstinate obstacles or seemingly invincible monsters. In addition, Bawu has a habit of chewing at cracks in the ground. Who knows what may be buried underneath?

Power

Gulp Attack

Button A

Commands Bawu to eat whatever edible object or enemy is nearest.

Geo Dive

Button A twice

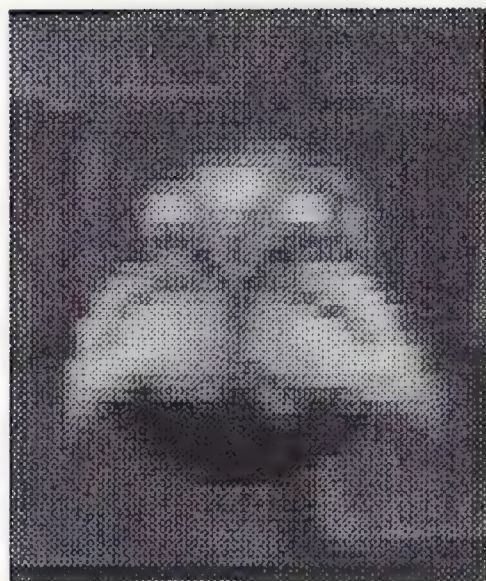
Calls Bawu to where you're standing.

Mud Fang

Button A press and hold until the Spirit Eye flashes, then release.

Bawu sends out bawu-spores which attack the enemies en masse.

Invocation Items



Plants (grasses, bushes, buds), earth monsters.

BRASS



It is said that the universe was created with a word. Sound has power, and the master of sound is the Elemental Spirit called Brass. Brass uses sound to break objects made of crystal and some metal objects.

Power

Cone of Sound

Button A

Sends an expanding wave of sound in the direction Leon is facing.

Shock Wave

Button A twice

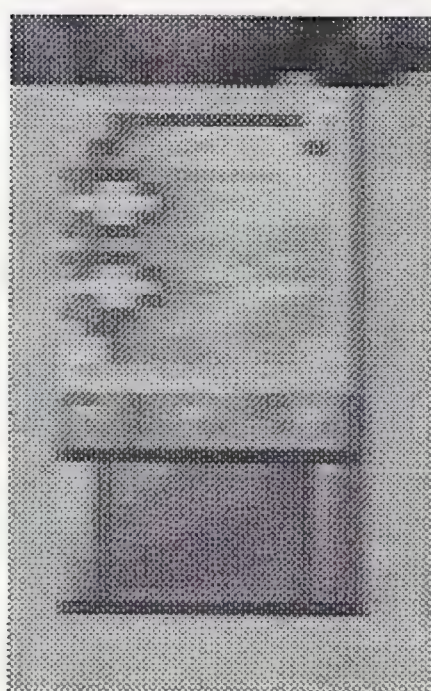
Sends a tremor through the air, spreading out in all directions.

Destructive Cacophony

Button A press and hold until the Spirit Eye flashes, then release.

Brass becomes an instrument of pure sound, blasting a sound wave in whichever direction Leon is facing.

Invocation Items



Robots, armor, iron balls, switches, puppets (brass message-carrying robots)

SHADE



Light and darkness are separate qualities, but the universe is not made up of these two qualities alone. Light becomes twilight before becoming darkness, and it is in this realm of twilight that Shade, the Elemental Spirit of Darkness dwells. Shade has the power to destroy creatures of darkness (such as thorn creatures), pull switches and catches you if you fall from heights.

Power

Shadow Reach

Button A

Pull or grasp objects out of reach.

Vertical Shadow Strike

Button A twice

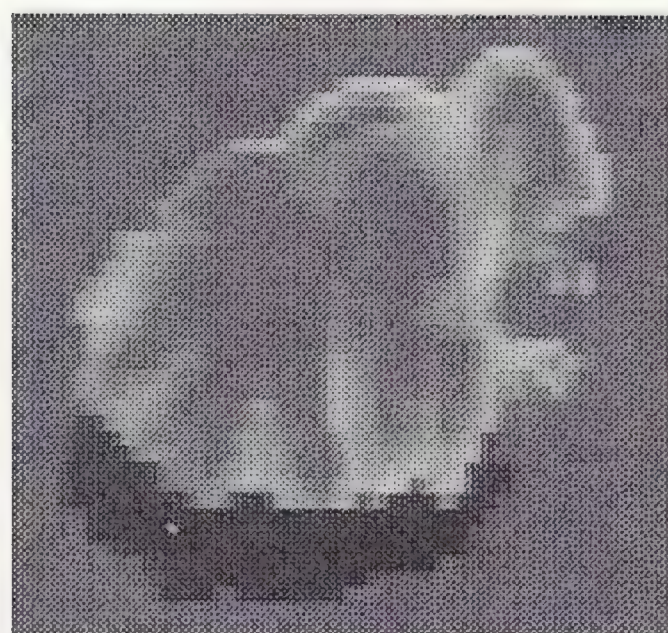
Attack enemies above you

Passion

Button A press and hold until the Spirit Eye flashes, then release.

Shade's eyes show you hidden items.

Invocation Items



Obelisks, Crystals, Ice, Undead creatures.

AIRL



Ancient legends speak of a grand temple floating high above the clouds, the shrine of the Elemental Spirit Airl. Airl is the Spirit ruler of Air. It is said that those who pass the tests of courage are given the ability to fly through the air, and command the power to

summon lightning from the sky. Many adventurers have climbed the grand peaks of Oasis in search of the entrance to the temple — in vain. Only the true Spirit King, it is said, carries the hidden key to the shrine.

Power

Lightning

Button A

Airl pulls a bolt of lightning from the clouds, electrocuting whatever is nearest.

Power Surge

Button A twice

Airl becomes a ball of Lightning, charging through the air towards Leon.

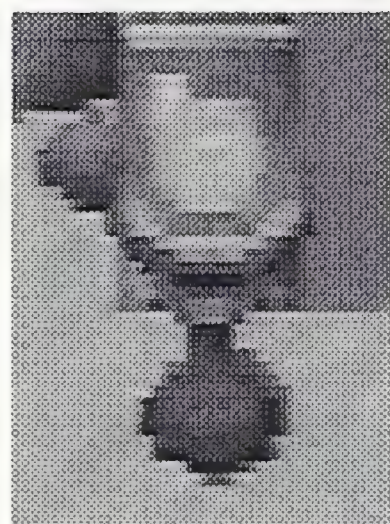
Fluffy Ride

Button A press and hold until the Spirit Eye flashes, release, then press Button C to jump onto Airl's back. Press Button X to dismount.

Airl becomes a solid cloud, with you floating on top. Press the D-Pad in any direction to move in that direction, and press Button A or C to create a burst of speed.

Note: Your weight slowly causes Airl to lose altitude, so be sure to move as quickly as possible.

Invocation Items



Steam, electricity, air monsters

WEAPONS

Each weapon has a special effect against certain types of opponents, and with the help of the Elemental Spirits, each weapon can gain magical powers. Press Button Z to open the Weapon Select Window, and press left or right to change weapons.

SHORT SWORD



The Short Sword is your first weapon. As you travel through Oasis, open treasure chests and other objects to gain more powerful weapons.

Techniques

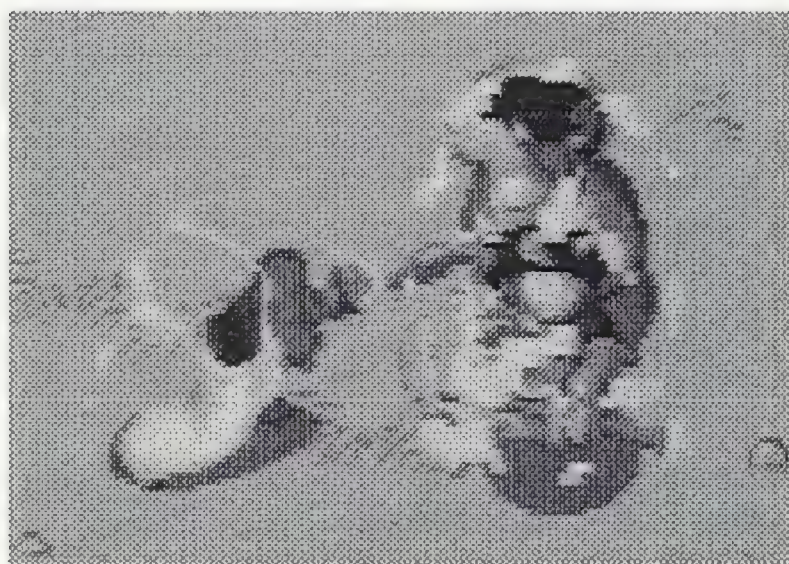
Spinning Edge
Rolling Slash

D-Pad all directions + Button B
Forward + Back + Forward + Button B (press
Button B up to three times/three slashes!)

LONG SWORD



The Long Sword is much bulkier than the Short Sword; not as easy to use, but does more damage when it connects. In addition, the Long Sword can hold Spirit power, making it more versatile than the Short Sword.



Both Efreet and Bawu can give your sword Spirit power. Efreet's magic gives your sword the power to destroy dead or fossilized trees. Bawu's magic gives your sword the power to cut through things made of stone.

Techniques

Spinning Slash
Rolling Hack

Button B (hold then release) 360 degree attack
Button B (while running) Circular Saw-type attack

BOW AND ARROW



This weapon is useful for long-distance and for attacking monsters above you. Reloading is easy too, so attacks are faster.

Techniques



Shade's Spirit energy can give your bow and arrows the power to destroy shadow creatures, and Brass' Spirit energy gives your arrows the power to penetrate metal.

Lob Arrow

Press and hold Button B and press the D-Pad Left or Right. Shoots arrows up at an angle.

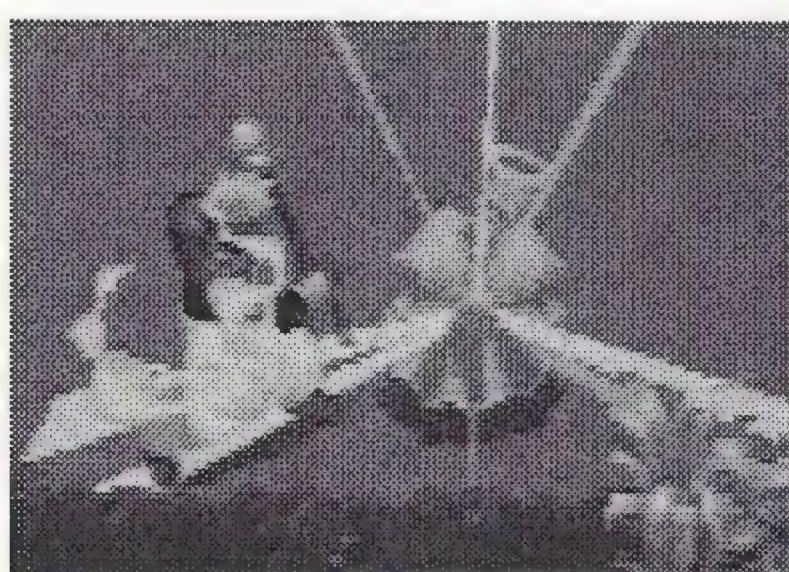
Spread Arrow

Press Forward + Back + Forward + Button B. Fires a volley of four arrows at once.

ROD



The Rod can be used as a battering ram type instrument, but is primarily used with Dytto or Airl's power as a magical weapon.



Techniques

Buster Hammer Forward + Back + Forward + Button B. Destroys dead trees

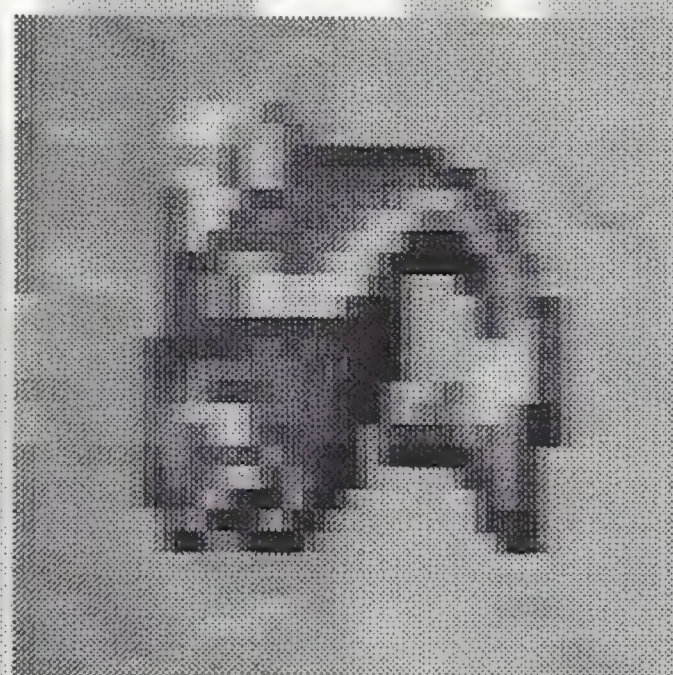
Blaster Hammer Button B (hold then release). Bashes objects battering ram-style.

ITEMS

Various Items in Oasis help you find your way, record your adventure, restore your health, act as containers.... Here is a sample of items — certainly not all — you may come across while adventuring on Oasis. Keep your eyes open, there are lots more around to be found.



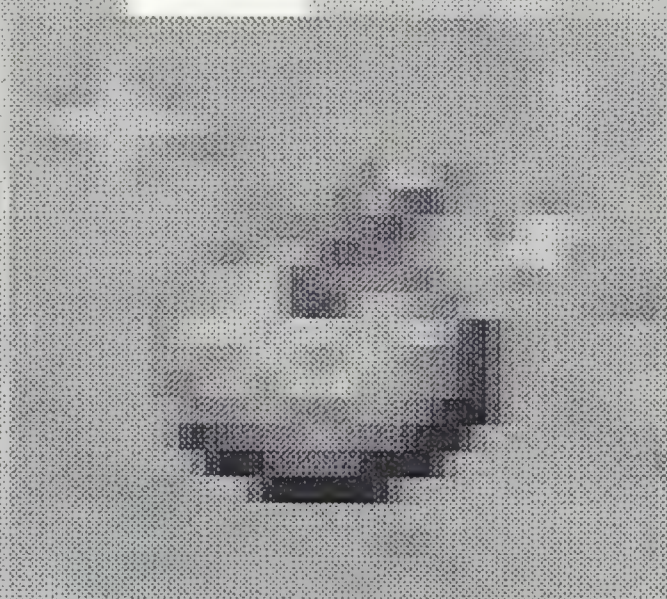
CRYSTAL POWER



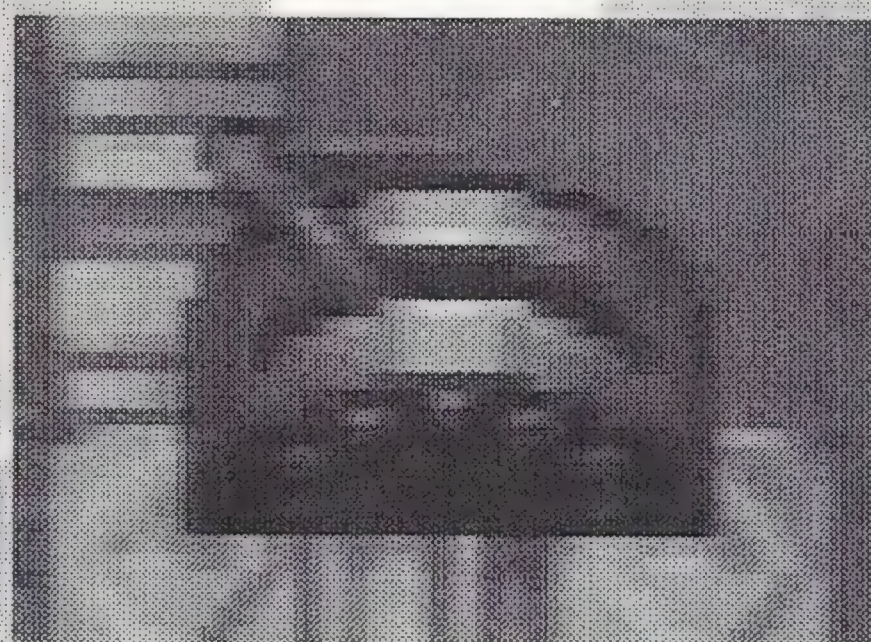
FISH IS BRAWN FOOD



A TREASURED ITEM



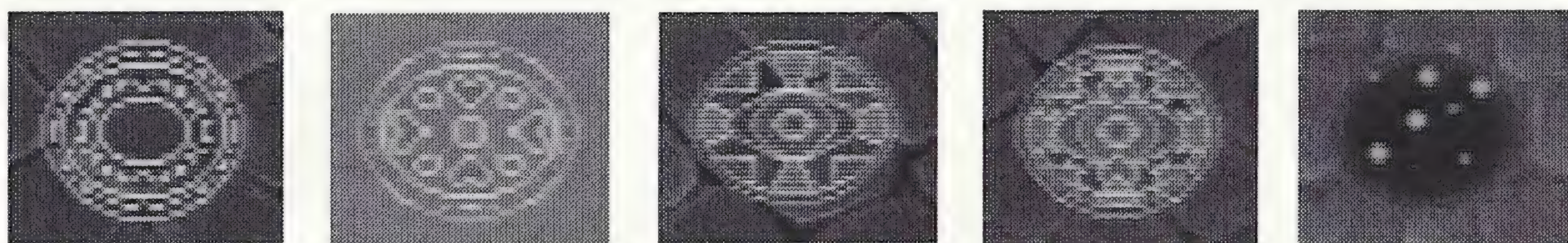
MAGICAL FRUIT



NOW THAT'S A SWITCH

MAGIC CIRCLES

Step into the circle and experience the magic. Each of the five circles is used for a different purpose.



Save Circle (White): Save your adventure data in the memory. Step onto the circle and press Button B or C to open the Memory screen. Press the D-Pad up or down to move the arrow to a memory space, and press Button A or C to save the adventure.

HP Recovery Circle (Red): These circles heal you of injuries, restoring your HP Bar.

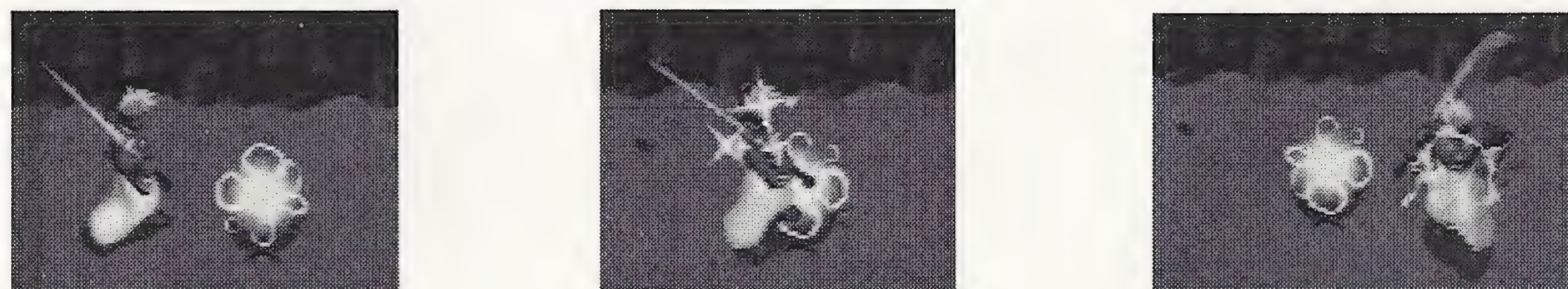
MP Recovery Circle (Blue): These circles restore your magic points.

HP/MP Recovery Circle (Purple): These circles restore both your HP and MP.

Warp Circle (Black Hole): These circles warp you to various locations in the land of Oasis.

POWER BALLS

These balls of energy contain the essence of one type of Elemental Spirit. If you are equipped with a scroll which allows you to empower a weapon with that type of energy, equip the weapon and walk through the ball of energy to gain the Elemental power. After you pass through the Power Ball, you glow with Spirit energy. The glow lasts as long as your weapon is magically empowered.



ELIXIRS

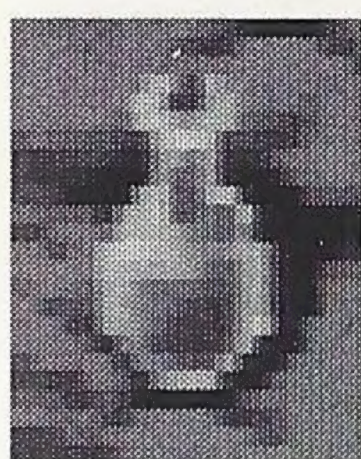
Elixirs are of great use in Oasis. If your Hit Points or Magic Points run out, Elixirs restore part or all your HP or MP.



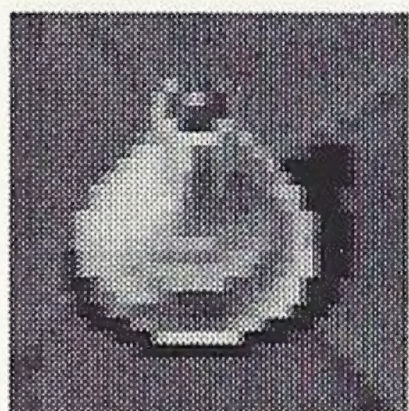
Health Elixir (red): This potion restores your Hit Points.



Magic Elixir (blue): This potion restores your Hit Points.

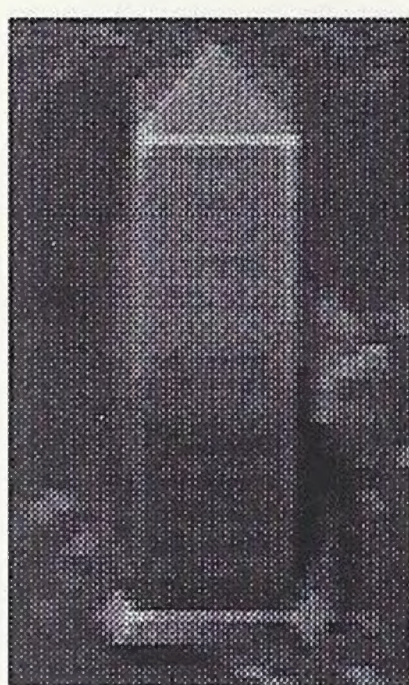


Half an Elixir (Purple): This potion restores half of your Hit Points and Magic Points.



Elixir (Purple): This potion restores both your Hit Points and Magic Points.

OBELISKS



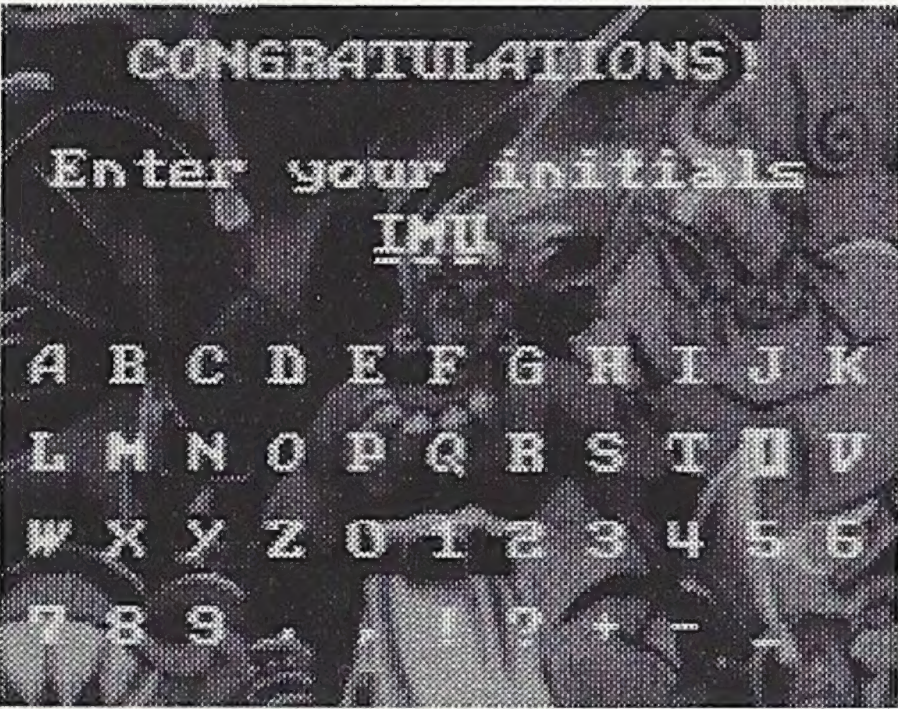
Obelisks have various hints, advice and directions for the travellers of Oasis, and are often appropriate to the area you are in at the time. Don't pass up a chance to read an Obelisk.

REHARL STATUES



These statues embody the spiritual guardian of Oasis: Reharl. And to you, they are even more. Once you learn to use your Golden Armlet, the Spirit Ball energy will allow you to hear the wisdom and advice of Reharl himself. Face the statue and press Button A to fire the Spirit Ball, and the Statue begins to glow. Walk up to the statue and press Button B to hear Reharl's advice.

KING OF THE HILL



When you make it through the Adventure, you are asked to enter your name. Enter up to three initials as follows: Move the highlight box to the first character and press Button A or C to enter it. Repeat for the last two characters. If you make a mistake, press Button B to delete the character.



When you want to view your ranking, open the Title Options screen, move the arrow to OPTION with the D-Pad and press Button A or C to open the Option screen. In the Option screen, move the arrow to RANKING with the D-Pad and press Button A or C to open the Ranking screen.

There are four areas in which you may be called the best of the Spirit Kings: TIME (those who made it through the adventure the fastest) RANK (those who made it through the adventure with the least experience), KILLS (those who made it through the adventure defeating the most enemies), and ITEM (those who made it through the adventure having found the most items).

ADVICE FOR THE SPIRIT KING

Making your way through the lands of Oasis is a perilous task. Keep your eyes open for hints, clues and items which may make the journey a little easier.

- The mysteries of Oasis abound, and your Miracle Rod can help unlock some of them. For example: you have heard of the six Spirits. There may be another! You have heard that dead men tell no tales. This is not true. You just have to know how to ask.
- Special herbs show you what is unseen, while others gain you access to places otherwise inaccessible.
- Don't be afraid to journey to places where nothing seems to be. Hidden treasures await the brave of heart.

LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:
1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

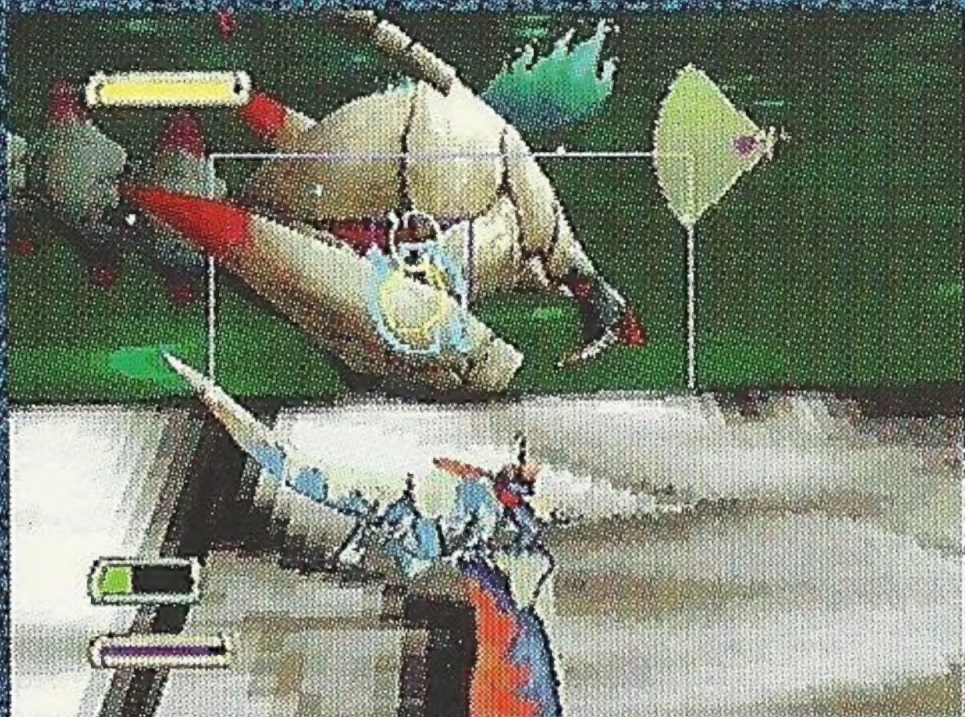
Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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Help Your
Fire Breathing Friend
Sprout His Wings...Then
Go and Fry Your Foe.



GOLDEN AXE™ + THE DUEL

Death Adder
is Back
and He's Bad!

